

General Instructions For "HAUNTED HOUSE"

1. Installation:

- Remove rifle from shipping carton and install on trigger housing with two furnished socket head screws.
- Attach four (4) cabinet levelers to bottom of cabinet. The power is controlled by a switch located on top of the cabinet. Plug line cord into A.C. only, 60 cycles, 115 volts.

2. Voltage Control:

- In low line areas (100 volts or less) an additional boost in the 50 volt output of the transformer may be obtained by removing the wire from the 50 volt position of the transformer and rewiring to the 55 volt position.

3. 25¢ Jack:

- Located on the back door to control 1,2, or 3 plays for a quarter.

4. Extended Play Jack:

- Located on the back door to give either extra shots or 1 replay when "Top This Score" is beat. See #5 and #6 below to control frequency.

5. #1 and #2 Top Score Control Jacks:

- Located on the back door to control the "Top This Score" feature. This score operates only at the start of a new game.
 - #1 Jack controls the value after a "Top This Score" is made.
 - #2 Jack controls many score values.

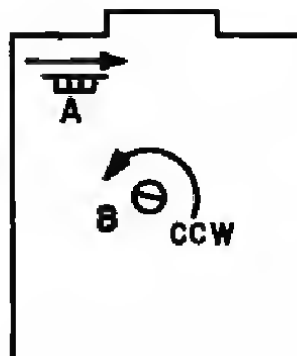
6. Dance Control Switches:

- Located on the back door to control additional dance to the Witch target in the vertical plane. Switches in 'on' position will result in more dance making targets more difficult to hit.

7. Volume Controls:

- Located on P.C. 553-908 amplifier disc in back box. See illustration below.
- To increase volume of rifle shot, rotate control "A" clockwise as indicated below.
- To increase volume of all sounds (background, music, rifle shot and hits), rotate control "B" counter-clockwise as indicated below.

AMPLIFIER
P.C.553-908



A. RIFLE VOLUME CONTROL

B. MASTER VOLUME CONTROL

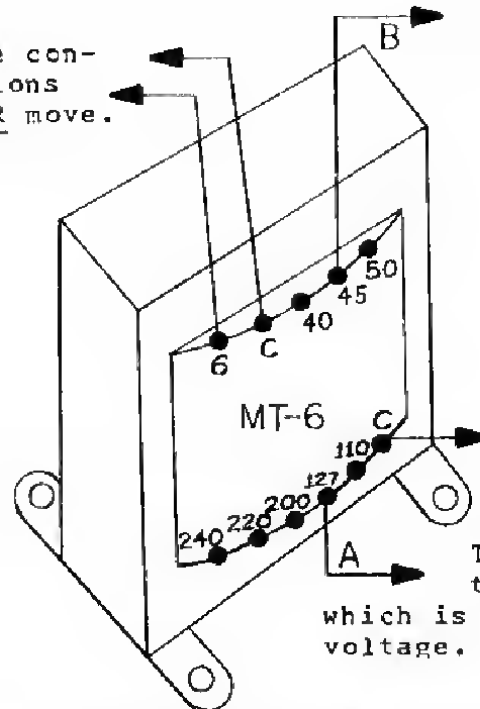
M I D W A Y M F G. C O.

3750 River Road

Schiller Park, Illinois

REVISIONS

These connections
NEVER move.



This connection moves in
accordance with Step #2.

This connection
NEVER moves.

This wire is moved
to the connection
which is closest to the line
voltage.

SUGGESTED A & B CONNECTIONS ON
TRANSFORMER BASED UPON INPUT
LINE VOLTAGE.

INPUT LINE VOLTAGE	WIRE CONNECTION	
	A	B
110	115	45
115	115	45
120	127	45
127	127	45
200	200	45
210	200	45
220	220	45
230	220	45
240	240	45
250	240	45

When any amusement game built in the United States is used in a different part of the world, it is important that the transformer connections be checked and moved if necessary. Midway Mfg. Co. suggests that its MT-6 Transformer be used wherever 50 cycles power is used.

1st Step: The lower part of the transformer contains the primary or input of the transformer. The wire to the lower "C" connection is never moved. The other wire shown as (A), is connected to the 127 terminal. This wire should be connected to the terminal voltage which is closest to the input line voltage.

EXAMPLE: If the line voltage is 120, connect it to the 127 volt terminal. If the line voltage is 115, connect it to the 115 volt terminal.

2nd Step: The upper part of the transformer contains the secondary or output of the transformer. The black wire, shown as (B), controls the voltage to all the coils and motors in the game. If the coils or motors are too weak, the wire should be moved to the 50 volt terminal. If the coils or motors are too hot, connect the (B) wire to the 45 volt terminal.

MIDWAY MFG. CO.

SCHILLER PARK, ILL.

DO NOT SCALE DWG.

NO. REQ'D

USED ON

DIM. TOLERANCES
UNLESS SPECIFIED
CONCENTRICITY T.I.R. .003
FRACTIONAL $\pm 1/64$
DECIMAL $\pm .003$
HOLE DIA. $\pm .002$ - .003

DRN. J.S.

CKD. *7/15*

DATE 16 10-71

SCALE

HEAT TREAT

MAT'L.

FINISH

MT-6
50 CYCLE TRANSFORMER
CONNECTIONS

PART NO.

MT-6

MIDWAY MFG CO
3750 N. RIVER RD.
SCHILLER PARK, ILL.

NOTE: ALL RESISTORS 1/4W 5%
UNLESS NOTED OTHERWISE

